



# Global Junior Challenge

Projects to share the future

Published on *Global Junior Challenge* (<https://gjc.it>)

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## Project Location

**Country:** Estonia

**City:** Pärnu

## Organization

**Organization Name:** Pärnu Koidula Gymnasium

**Organization Type:** School

## Website

<https://3dmikecompany.wordpress.com/progetiigri-voistlus/>

## Privacy Law

Consenso al trattamento dei dati personali

**Do you authorize the FMD to the treatment of your personal data?:** I do authorize the FMD to the

## Project Type

Education up to 29 years

## Project Description

**Description Frase (max. 500 characters):**

“Lets learn Estonia”

The idea to make a game came to us in a class where we thought that we should model and print the landscape of Estonia and decorate it with some sightseeings. We shared the the workprocess by four people, who would model what. It took us several days to finally print the desired product and the first model to see the day light was Toompea castle which turned out to be too small at first (only 1cm in height). We made the files bigger and finnally got the

whole thing together. Our teacher suggested us to make the 3d printed model an interactive learning game. This is how we got to the “Lets learn Estonia” game which is aimed at younger students. To make it interactive we added QR codes to the relief of Estonia and to the sightseeing objects. The QR codes on the relief had questions on them which would help the player to place the sightseeing objects on the relief and the QR codes on the objects contained introducing videos on them to make it easier for pupils to place the object on the relief.

1.

### **Project Summary (max. 2000 characters):**

This is how we got to the “Lets learn Estonia” game which is aimed at younger students. To make it interactive we added QR codes to the relief of Estonia and to the sightseeing objects. The QR codes on the relief had questions on them which would help the player to place the sightseeing objects on the relief and the QR codes on the objects contained introducing videos on them to make it easier for pupils to place the object on the relief.

The idea to make a game came to us in a class where we thought that we should model and print the landscape of Estonia and decorate it with some sightseeings.

Game instructions:

1. Place the relief on the desk.
2. Scan the QR codes ning try to place them on the correct spot.
3. Each object has an introducing video which makes the quessing game a bit easier.
4. The team wins who gets all the buildings on their correct spot first.

### **How long has your project been running?**

2016-10-01 00:00:00

### **Objectives and Innovative Aspects**

3D modelled and printed relief of Estonia (homeland) and 3D modelled and printed sightseens. The students had to minimize all aobjects and make .stl files for 3D printer (Makerbot). The main ide to teach younger student to know their homeland important sightseens and places. The problem solved with QRcode (question and introducing video).

### **Results**

**Describe the results achieved by your project How do you measure (parameters) these.** Interactiv  
(max. 2000 characters): about imp  
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**How many users interact with your project monthly and what are the preferred forms of interaction? (max. 500 characters):**

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## Sustainability

**What is the full duration of your project (from beginning to end)?:** Less than 1 year

**What is the approximate total budget for your project (in Euro)?:** Less than 10.000 Euro

**What is the source of funding for your project?:** Other

**Specify:** gymnasium

**Is your project economically self sufficient now?:** Yes

**Since when?:** 2016-09-01 00:00:00

**When is it expected to become self-sufficient?:** 2017-11-01 00:00:00

## Transferability

**Has your project been replicated/adapted elsewhere?:** Yes

**What lessons can others learn from your project? (max. 1500 characters):**

How use 3D printer and building), technology and minimize etc)


**Are you available to help others to start or work on similar projects?:** Yes


## Background Information

**Barriers and Solutions (max. 1000 characters):** -

**Future plans and wish list (max. 750 characters):** Produce and make copies of the interactive game.

**Attachments:**  [poster](#) [1]

 [Final product](#) [2]

 [project team](#) [3]

[3D modelling](#) [4] [3D printing](#) [5] [QR-code](#) [6]

Fondazione Mondo Digitale

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**Source URL:** <https://gjc.it/en/progetti/lets-learn-estonia>

### Links

[1] [https://gjc.it/sites/default/files/opime\\_eestimaad\\_plakat\\_final.pdf](https://gjc.it/sites/default/files/opime_eestimaad_plakat_final.pdf)

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